

Mecklenburg County Youth Sports

Fall 2020 Youth Baseball

**Machine Pitch (9-11 years) Condensed Rules Sheet**

**Note: Score and official time is kept by Park & Rec staff.**

**Field:**

- Bases -60'
- Pitching Machine Distance – TBD

**Balls/Bats/Footwear:**

- Ball – Little League approved (see attached acceptable list)
- Bat – can't exceed 2 5/8 inches in diameter
- Footwear – metal cleats of any kind are strictly prohibited for safety reasons. Players not allowed to play unless this type of footwear is changed to appropriate footwear.

**Roster/Forfeits:**

- Min 6/Max 12
- There is a 5-minute grace period. Games may begin once at least 6 players per team are present. Late arriving players may enter the game on offense at the end of the batting order and on defense when their team is fielding. Maximum of 8 defensive players (catcher, 4 infielders and 3 outfielders). No forfeits if less than 6 players – play the game out.

**Game Length:**

- Complete games consist of 6 innings of play or 90-minute time limit, whichever comes first.
- No new inning may begin once the 90-minute time limit has been reached. If the inning has already started and the 90-minute time limit is reached, the inning will be allowed to be played with the home team getting its last at bats if they are behind at that time.
- **Games stop:** 1) a 90-minute time limit is reached and home team is leading and at bat; 2) After 4 ½ innings and the home team is ahead by 10 or more runs; 3) After 5 complete innings, the visiting team is ahead by 10 or more runs
- Games may not end in a tie. If ties exist, 2020 MLB extra innings rules will apply (teams start with last out on second base each extra inning and regular rules apply until the game is won.
- NEW – 4 complete innings will be considered a complete game in the event of a rainout. 3 1/2 innings if the home team is ahead. Less than 4 innings (or 3 1/2 if the home team is ahead) will result in the game being re-scheduled, if possible, and re-played as a completely new ballgame.

**Pitching Machine – NEW:**

- Each batter receives a maximum of 6 pitches. If the batter hits a foul ball on the 6<sup>th</sup> pitch, he/she shall receive 1 additional pitch. If the machine delivers a wild pitch on the 6<sup>th</sup> pitch, the batter shall receive 1 additional pitch
- If 6 pitches (or 1 additional pitch as noted above) are thrown, the ball has not been put in play or 3 strikes SWUNG AND MISSED the batter is out.

- **WALKS or HIT BY PITCHES NOT ALLOWED**
- **The pitching coach will use the machine to pitch to his/her own players**
- Pitching machine alterations may only be made by MCPRD staff and/or the pitching coaches.
- A batted ball that hits the pitching machine before touching a fielder will be a “dead” ball and the batter and base runner(s) will be awarded one base.
- If a batted ball touches a player before touching the pitching machine or the pitching coach/operator, the ball will remain “live”.
- A thrown ball that hits the pitching machine/operator will result in a “dead” ball and the base runner(s) will be awarded one base.
- A batted ball that hits the pitching coach/machine operator (unless this happens intentionally) results in a “dead” ball with the batter being awarded first base and any base runners advancing one base. An intentional violation by the pitching coach/machine operator will result in the batter being called “out” and all baserunners will return to the base occupied at the time of the pitch.
- Pitching coach must keep instructions to hitters to a minimum and may not instruct base runners.
- Excessive delay of game (ump’s discretion) results in a warning. Additional offenses result in the batter being called out (no runners advance).
- Base runners may not advance on a passed ball by the catcher or a wild pitch by the machine.
- Batters cannot advance on catcher’s dropped third strike.

#### **Offense:**

- Batters must wear **sanitized** helmets.
- Batters strongly encouraged to wear batting gloves on both hands when batting.
- Bats should not be shared with other teammates or they must be sanitized before each use
- Catchers may NOT wear any catching gear, except CUP, while up at bat.
- The batting order will consist of all players who show up for the game and will remain consistent throughout the entire game.
- Late arriving players will be added to the end of the line-up and must also remain consistent throughout the game.
- A team having less than 12 players will bat their roster and “outs” will not be called/recorded for the missing batting order spots. In this case, some batters may bat at least twice in an inning.
- If player injury and unable to bat, the space in the batting order may be skipped over with a penalty “out” being called/recorded.
- 1 verbal warning given to both teams, regardless of which team initially throws/slugs their bat; automatic out called for all following infractions for both teams.
- Runners MUST physically touch the SECOND plate when forced to advance home via a hit or an error for the run to count. Plus, runners must touch the SECOND home plate **before** the catcher catches the ball with his/her foot on the regular home plate to be called “safe”. Umpires judgement/decision is final.
- Runners are “out” at home plate if the catcher catches the ball, with one of his/her feet on regular home plate, before the runner has physically touched the SECOND home plate. Umpires judgement/decision is final.

- If runners run to the incorrect home plate (the regular one) to score or if the catcher goes to the SECOND home plate to make a play on the runner(s), the umpire shall call “time” and give a one-time verbal warning to both teams. The runner(s) will go back to their previously occupied base. The ball “in play” will stand. Any subsequent similar situations shall result in an “out” if the runner caused the obstruction at home plate or “safe” if the catcher caused the obstruction at home plate. Umpires judgement/decision is final.
- If the 3<sup>rd</sup> out of the inning is made at home plate and the batter has not put the ball in-play or has struck out, that same batter shall lead off the following inning that his/her team bats
- 1 verbal warning (given to both teams) for throwing/slinging the bat; automatic out for all following infractions.
- **NO STEALING; contact with base until ball has been hit.** If a runner leaves the base early, the ball will be declared “dead”, a warning will be given to the offending team and the batter will receive a substitute pitch. One warning per offending team – further violations will result in an “out” being called on the offending player.
- Base runners may advance on overthrown balls in play until possession established and/or time is called.
- Runners sliding – any runner will be called “out” if in the umpire’s judgement, he/she does not slide or legally attempt to get around a fielder who has the ball in their possession and is waiting to make the tag play. In these cases, the runner has only two choices; slide or make a legal attempt to get around the fielder.
- No “on deck” batter permitted near the team dugouts for player safety concerns.
- **Each offensive ½ inning ends: 1) after 5 runs have been scored or 2) 3 outs have been recorded.**

#### Defense:

- Maximum of 8 defensive players (no pitchers).
- Re-entry – players may re-enter the game in any fielding position, but their spot in the batting order remains consistent and cannot be changed during the game
- Catchers must wear helmet and face mask, throat protector, chest protector, shin guards and CUP. Hockey style masks with built on protector are acceptable. PENALTY – 1 warning per offending team, subsequent occurrences result in forfeit declared if the above catcher’s safety equipment is not provided by the team(s) present.
- Catchers must provide their own equipment. No sharing of catcher’s equipment permitted.
- Sharing of any fielding equipment (gloves) is strictly prohibited.

#### Speed Up Rule:

- Pinch Runner for Catcher – optional with less than 2 outs, mandatory with 2 outs. The pinch runner must be the offensive player who made the last out.

#### MUST PLAY:

- If more than 8 players present, subs must play at least 2 innings defensively, except in the case of player injury.

**Coaches:**

- Each team is allowed a maximum of 3 coaches – Coaches are required to wear a face mask/shield/covering at all times. It is mandatory that at least one Coach is responsible for equipment and player sanitation (i.e. wiping down of bats and batting helmets before each use, sanitizing players' hands before his/her at bats if he/she is not wearing batting gloves) per COVID-19 safety guidelines
- Coach ID badges required for all approved volunteer bench personnel.
- Each team should have a Team parent whose role should be to work as the “unofficial scorekeeper” for their respective team. The official score is kept by Park & Recreation staff.